Kemnal Technology College. Creative iMedia Kemnal Key - Yr10 Term 1

R094 – Visual Identity & Digital Graphics



The purpose of visual identity is to:

- Create a recognisable/familiar brand.
- Develop brand loyalty.
- Establish a brand.
- Visually communicate with their customers.

Components of visual identity

The logo of a brand is normally at the forefront when it comes to representing who they are and what they represent. There are 3 main components to a logo: Name, Logo and Strapline/Slogan.

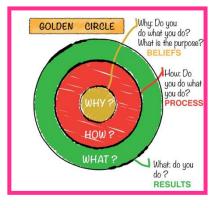
Visual identity

Visual identity is not all about the logo but it helps a company to determine the presentation and layout of their material. This is known as setting a house style.

A **spider diagram** is a quickly produced file often used for planning or creating ideas.

KEMNAL KEY QUESTIONS

- 1. How are visual identity elements combined to shape perception and create emotional response?
- 2. Why is it important for advertisers and branding companies to really consider things like typography?
- 3. Think of a product that causes you some form of emotion, how did the advertiser create that emotion?
- 4. Why is it important for advertisers to use Visual Identity to 'tell a story'?



Advertisers tell a story about something unrelated to the product to tap into our emotional connection

Topic Area 1

For Topic Area 1 you are expected to:

- Design a concept for the visual identity referenced to the client in the set task
- Justify why the visual identity you developed is suitable for the identified client

Topic Area 2

For Topic Area 2 you are expected to:
 Produce planning documentation for the digital graphic product referenced in the set task

Topic Area 3

- For Topic Area 3 you are expected to:
 Create an effective visual identity which has the correct properties and is appropriate
- Prepare assets for use in the digital graphic
- Create the digital graphic planned in Topic Area 2
- Apply design concepts and layout conventions to the digital graphic
- Ensure the format of the graphic is appropriate.

Storyboard: Provide a visual representation of how a media project will look along a timeline to show the order of the scenes and how they fit together.

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Mood boards: Used to generate ideas for a client. Used to create a mood or a feeling or a product. Designers will often use mood boards: a collection of textures, images and text related to a design theme as a reference point.

